```
vec3
              #m scale
            #m position
          #m_forwardVector
               #m up
  ec::Transform3D
+ Transform3D()
+ ~Transform3D()
+ updateLocalMat()
+ getLocalPosition()
```

+ getUpVector()
+ getForwardVector()
+ getLocalMat()
+ setLocalMat()
+ getTranslation()
+ getTranslationX()
and 39 more...